XBOX

Dead to Rights II

namco

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.
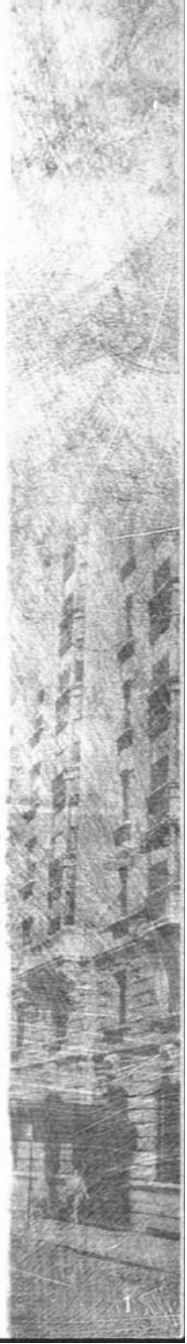
OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear- projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.
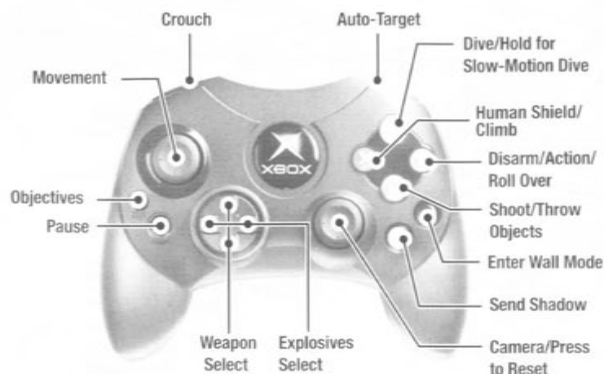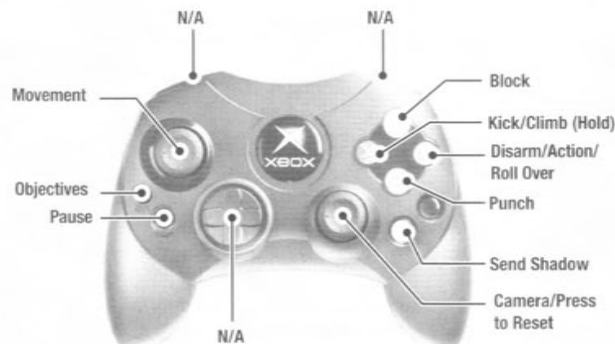
CONTENTS

GAME CONTROLS

ARMED/GUNFIGHT

- Crouch
- Auto-Target
- Dive/Hold for Slow-Motion Dive
- Movement
- Human Shield/ Climb
- Disarm/Action/ Roll Over
- Objectives
- Shoot/Throw Objects
- Pause
- Enter Wall Mode
- Send Shadow
- Weapon Select
- Explosives Select
- Camera/Press to Reset

UNARMED/CLOSE COMBAT

- N/A
- N/A
- Block
- Movement
- Kick/Climb (Hold)
- Disarm/Action/ Roll Over
- Objectives
- Punch
- Pause
- Send Shadow
- Camera/Press to Reset
- N/A

MAN'S BEST FRIEND.
CRIME'S WORST NIGHTMARE.

While investigating the kidnapping of a distinguished judge
and family friend, Jack Slate uncovers a labyrinth of
corruption and betrayal – reaffirming there's only one loyalty
he can ever really trust. In this prequel to the hit 3rd-person
shooter, Grant City's finest returns with nastier disarms,
spherical slow-motion dives and the fiercest crime-fighting
weapon known to man, his best friend Shadow.

MAIN MENU

Use the Main Menu to start a
new game, load a previously
saved game or change the
game options.

GAME MODES

New Game

Start the story and uncover
the truth in all its bloody
glory. In the beginning, you
can only select Normal
and Easy levels. All other
on-screen options become
unlocked as you progress
through the game.

Load Game

Here you can load a previously saved game and continue
with the mayhem.

Instant Action

Show what you're made of by battling through four intense
situations. Get out alive or start all over again. Here you
have the same initial menu options as New Game.

Bonus

Play through Story Mode and Instant Action Mode to unlock
art galleries, more advanced difficulties and additional
weapons. You can also view the credits of the people
behind the scenes.

Options

Use this menu to change the game settings.

Sound Effects Volume

Change the volume of the sound effects during play.

Music Volume

Change the volume of the music during play.

Reverse Horizontal Axis

Invert the way the camera moves on its horizontal axis.

Reverse Vertical Axis

Invert the way the camera moves on its vertical axis.
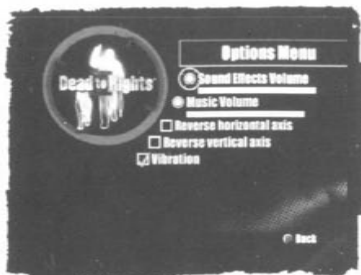
Vibration

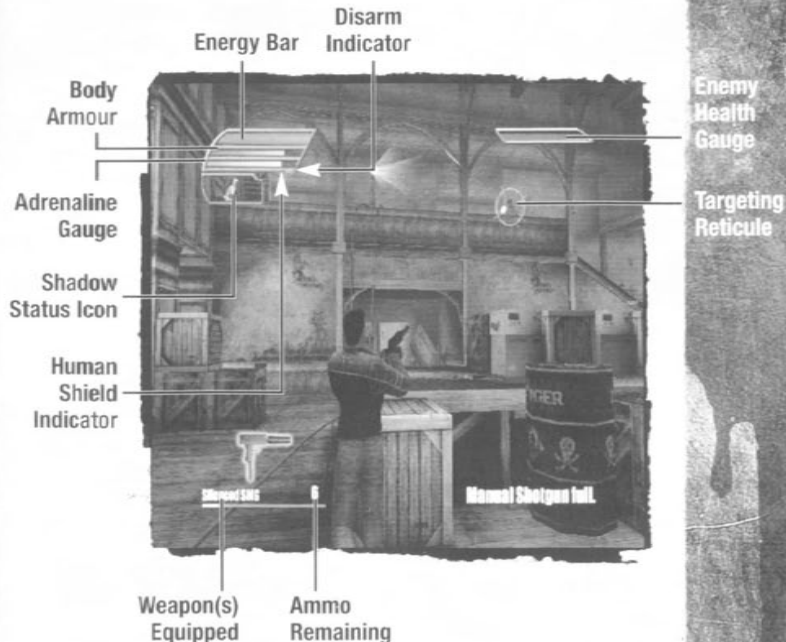Enable or disable vibration during play.

Tutorial

Select this menu to familiarise yourself with some of the important game mechanics.

Replay

Select this menu to play a previously unlocked chapter. Once you have completed a chapter, it remains unlocked and accessible in Replay Mode.

HUD

Energy Bar

This indicates the amount of life Jack has left. When the gauge is empty, the game is over.

Body Armour

Jack takes less damage when there are points left on his bulletproof vest. This gauge shows how much more punishment it can withstand.

Adrenaline Gauge

Performing slow-motion dives depletes Jack's adrenaline. The same goes for using human shields and sending Shadow. Jack recovers adrenaline constantly, but performing a disarm gives him a big boost.

Human Shield Indicator

When this icon is green, Jack can grab an enemy as a human shield. When the icon is red, Jack is not ready to perform another Human Shield Grab.

Disarm Indicator

When this icon is green, Jack can perform a disarm. When the icon is red, Jack is not ready to perform another Disarm Grab.

Shadow Status Icon

This icon shows whether Shadow is ready for action, seeking a target or carrying a weapon back to Jack.

Weapon(s) Equipped

This represents the weapon(s) Jack currently carries.

Ammo Remaining

This number shows how many shells are left in the currently selected weapon.

Targeting Reticule

Jack's current target is highlighted with this reticule.

Enemy Health Gauge

The red bar represents the targeted enemy's remaining life.

KEY GAME MECHANICS

Disarms

The ability to perform disarms is a signature feature of Dead to Rights™ II. When Jack is standing in front of an enemy, press ⓑ to grab an enemy and perform one of many deadly disarms. Performing a disarm equips Jack with the enemy's active weapon.

Use ⓛ with the disarm action to perform a variety of different disarms.

If Jack is behind an enemy and attempts to perform a disarm, he will snap the enemy's neck instead.

Warning: Bosses are immune to disarms and will knock Jack off.

Human Shield

During a gunfight, when Jack is standing near an enemy, press ⓧ to grab an enemy and use him as a human shield. Holding a human shield depletes Jack's adrenaline. Press ⓧ again to kill the enemy.

Wall Mode

With all the bullets that fly in Dead to Rights™ II, sometimes you need to take cover. While standing near a wall or a flat surface, press ● to enter Wall Mode. Jack can shimmy left or right along the surface and even peek around corners. Press the **Auto-Target** button and then the **Fire** button to spin out from hiding and shoot the targeted enemy. Jack can also enter Wall Mode while crouched.

Shadow

Shadow is Jack's best friend and can be summoned to assist him in several ways. He can perform kills, immobilise enemies and pick up weapons for Jack. Press ⓞ while locked onto an enemy (using ⓡ) to send Shadow to attack.

Shadow's actions are linked to the adrenaline gauge. If the gauge is full, Shadow performs an immediate kill. If the adrenaline gauge is less than full, Shadow immobilises the enemy by biting his hands. If no enemy is targeted, Shadow retrieves an available weapon from nearby.

Spherical Slow-Motion Diving

Slow-motion dives are one of the most gratifying features of Dead to Rights™ II. If adrenaline is available, press and hold the **Dive** button to perform a slow-motion dive to get more airtime and take out multiple enemies.

Press and hold 🅨 and hold any of the four directions using 🅛 to perform a dive toward the selected direction. While diving, hold **Auto-Target** (using 🆁) and use 🅡 to cycle through the available enemies around Jack.

Tap the **Dive** button again while diving to return to normal speed. When the adrenaline gauge is depleted, a slow-motion dive returns to normal speed automatically.

Roll Over

While running toward an obstacle one metre or less in height, press 🅑 to roll over the object.

Hint: Try to quickly press the dive button while rolling to perform a combo roll and dive.

Climbing

When standing in front of an object one metre or less in height, press 🆇 to climb up on the object. Some areas require Jack to climb over objects to progress further into the level.
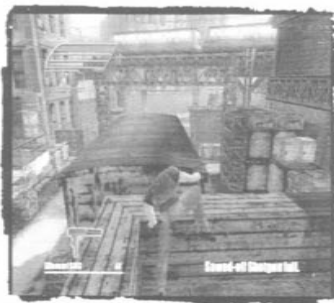
WEAPONS

Jack Slate can use a multitude of weapons to get to the bottom of this case. As you play through the levels, you'll acquire better and more powerful weapons, either by finding them or collecting them from the corpses of fallen enemies.

Below is a partial list of the available weapons.

Pistols

.45 Auto   Silenced Pistol

Shotguns

Sawed-off Shotgun

Manual Shotgun

Machine Guns

Cabal SMG

Russian AMG

Cabal Rifle

Melee Weapons

Katana

Metal Bat

Explosives and Such

Canister

Molotov

Grenade

CHARACTERS

Jack Slate

Police detective and protagonist. Jack has trouble controlling his violent tendencies.

Shadow

Jack's best friend and partner in the K9 unit.

Alfred McGuffin

Judge, Slate family friend and kidnapping victim.

Ruby

Stripper and informant. Jack and Ruby are very close. It seems there may have been some romantic history between the two.

Hector Crooz

Pornographer, gangster low-life and all-around bad guy.

Steve Houstown

Leader of the Death Riders biker gang. A small-time crook, in over his head.

Hong-Tse

Prominent Chinese Triad who runs the Black Dragons.

Granjov

Blanchov's bodyguard. Ex-Soviet military, he carries a bulletproof attaché case.

Robert Blanchov

A.K.A. Boris Petrenko. One-time underworld player who now runs casinos and is campaigning for office as a senator.

GAMEPLAY TIPS

- Use your environments. Jack can use corners to give him the upper hand. And don't forget to climb and roll into a safer locale.
- Use your enemies. Human shields save lives! (Well, Jack's anyway.)
- Line 'em up. Jack's aim isn't perfect, but the more enemies you see clustered together, the better the chances of a stray bullet hitting a scumbag.
- Shadow is Jack's best friend for a reason. Use him to save bullets and health.
- If you're not sure what to do next, press ◓ to see your Objectives.
- Make use of health packs and body armour scattered throughout the levels.

CREDITS

WIDESCREEN GAMES

Managing Director
Olivier Masclef

Studio Managers
Olivier Masclef
Dominique Peyronnet

Head of Graphics Department
Dominique Peyronnet

Head of Game Design
Sylvain Blanchot

Head of Technical Department
Pierre Deltour

Technical Direction
Hubert Nourigat

Project Manager
Gilles Baril

PROGRAMMING

Lead Programmer
Marc Fascia

Programmers
Marion Barneaud (Tools)
Serge Billault (AI)
Pascal Bouvier (R&D, Rendering)
David Deleo (GUI)
Marc Fascia (Collisions, Rendering)
Hervé Faynel (Behaviours)
Slim Ghariani (Fx)
Jean-Philippe Gillibert (Tools, Camera)
Cedric Guerin (GUI)
Sebastien Laigle (AI)
Erwan Le Goffic (Hero, Weapons)
Alban Nanty (AI, Weapons)
Olivier Petit (AI)
Gregory Riachi (Collisions)

Nicolas Seytre (Hero)

Art Director
Jean-Christian Sauvaget

Lead Artist
Mathieu Granjon

3D Set Modelling, Texturing & Lighting
Emilie Anthouard
Emmanuel Aubert
Vincent Blaschke
Régis Capotosto
Nathalie Crolet
Guillaume Curt
Adrien Debos
Alain Donnier-Marechal
David Faugier
Véronique Meignaud

Collision Maps
François Bellotto

3D Character Modelling & Texturing
David Faugier
Eric Pira
Arnaud Simon-Laforest

2D Layouts
Joël Mouclier

Lead Fx
Slim Ghariani

ANIMATION

Lead Animator
Christophe Leulier

Animators
Floriant Canard (FMV)
Xavier Lacombe (Characters, FMV)
Christophe Leulier (Hero, Rtc, Tool Chain)
Florent Perrin (Characters, FMV, Tool Chain)

Lead Game Design
Stéphane Chatellier

Lead Level Design
Jean-François Meiffren

Lead Level Building
Stéphane Mehay

Level Building
Sylvain Ami
Bruno Bocquin
Stéphane Carmignani
Emilie Garnier
Julien Girard-Buttoz
Sacha Persat

FMV Backgrounds
Massimo Bongiorno
Florence Lapalu

FMV Lighting & Rendering
Ludovic Texier

FMV Fx & Compositing
Robert Foriel

Sound Director & Sound Effects
Bruno Meschinet
De Richemond

Localisations
Christian Cann (Syscom Services)

Test & QA
Léo Ailloud
Philippe Duhem
Emmanuel Moiroux

Network
Leo Ailloud

RenderWare is a registered trademark. Portions of this software are Copyright 1998-2005 Criterion Software Ltd. and its Licensors.

FMOD sound and music system, copyright © Firelight Technologies Pty. Ltd., 1994-2005.

NAMCO HOMETEK INC.

Senior Producers
Pierre Roux
Andre Emerson

Directed By
Pierre Roux
Andre Emerson

Story
Tony Chiu
Andre Emerson
Mike Kennedy

Lead Designer
Mike Morishita

Designers
Ryan Cook
Paul Guirao
Aaron McClay

Lead Artist
Edwin Gomes

Artists
Hyung Kim
Jeff Kang

Senior Animators
Sonny Santa Maria
Yanick Lebel

Concept Artist
Khari Evans

Lead Programmer
Hsiang Chuu

Programmers
Daryl Tung
Victoria Lease

Special Thanks
Ross Borden

Music Composed by
James Michael Dooley

Additional Music
Raymond Herrera
Herrera Productions

16

17

Voiceover Casting & Recording
Soundelux Design Music Group

Intro Cinematic
Attitude Studios

Director
Antoine Charreyron

Modelling Supervisor
Jérôme "Jex" Desvignes

Motion Capture Supervisor
Frédéric Vandenberghe

Setup & Animation Supervisor
William Le Henanff

Shading, Lighting & SFX Supervisor
Gil Cornut

Research & Development Director
Laurent Martin

Production Manager
Frédéric Simonot

Actors
Anne Le Chartier
Patrice Guillain-Paoli
Frédéric Kontogom

Storyboard
Ivan Gomez

Modelling
Romain Cote
Jérôme Billet

Motion Capture Operators
Anne-Laure Battail
Laurent Hemlinger
Xavier Jacolot

Setup & Keyframe Animation
Nicolas Baudoin

Patrick Giusiano
Jean Charles Laurent
Philippe Raoux

Editing & Framing
Henri Zaitoun

Shading, Lighting & SFX
Jérôme Brack
Emmanuel Campin

Compositing & Matte Painting
Gaëlle Bossis
Thibaut Petillon

Research & Development
Marie-Cécile Auzeill
Philippe Delorme
Georges De Luca
Julien Frantz
Antoine Galbrun
Benjamin Godon
Sébastien Masino
Alexandre Verlhac

Systems & Network
Sylvain Debes
Benjamin Domergue
Julien Doussot
Laurent Guilleminot
Jean-Paul Lopes
Paul Scheben

Special Thanks
Sylvia Abenzoar
Elisabeth Baur
Annika Boman
Jean-Paul Dasilva
Céline Devie
Carole Djaouti
Nathalie Etchepare
Boris Hertzog
André Leyronnas
Marc Miance
Sandrine Nguyen

CUSTOMER SUPPORT - Here to help you!

Problem? Question? If you are having problems with your game, we are here to help.

AUSTRALIA

Electronic Arts Australia Support Hotline: 1902 261 600*
*Sirius calls charged at $2.48 per minute, GST inc. Calls from Mobile & Public phones higher (If you are under 18 years of age parental consent is required). Operating hours from 9am to 8pm 7 days a week, as well as pre-recorded information 24 hours a day.

Customer Service Address:

Electronic Arts
PO Box 432
Southport QLD
4215, Australia

Email Customer Support:
ozsupport@ea.com

NEW ZEALAND

Electronic Arts New Zealand, Games Hotline: 0900 58885*
(If you are under 18 years of age parental consent required).
*Calls charged at $1.99 per minute inc GST 7 days a week 9am - 8pm.
Calls from Mobile & Public phones are higher.

Customer Service Address:

Electronic Arts New Zealand
PO Box 47596
Ponsonby
New Zealand

Email Customer Support:
nzsupport@ea.com

SOUTH AFRICA

Game Smith: (011) 740-0615/6, (083) 918-0083
Electronic Arts South Africa
PO Box 3180
Rivonia
2128